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SUNSOFT for the Nintendo Entertainment System™

NES-6U-AUS

# U·fouR·ia™ THE SAGA

## INSTRUCTION MANUAL

SUNSOFT

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THIS GAME IS
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FOR PLAY ON THE

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# Thank You

Thank you . . . for purchasing the SUNSOFT "U•four•ia"™ game pak. Please read this instruction booklet carefully before starting to play the game. In doing so, you will be able to play the game better and enjoy it even more. Be sure to keep these instructions in a safe place.

# Precautions

- Be sure power is OFF before inserting or removing the cartridge from the unit.
- This is a high-tech instrument. Do not store it in an area subject to extreme hot or cold temperatures.
- Do not bend, crush, submerge in liquids or attempt to take the cartridge apart.
- Avoid touching the connectors and be sure to keep them clean and dry.
- Be sure to take an occasional recess during extended game play.

# Advisory

**READ BEFORE USING YOUR NES/SUPER NES**

A very small portion of the population may experience epileptic seizures when viewing certain kinds of flashing lights or patterns that are commonly present in our daily environment. These persons may experience seizures while watching some kinds of television pictures or playing certain video games. Players who have not had any previous seizures may nonetheless have an undetected epileptic condition. We suggest that you consult your physician if you have an epileptic condition or if you experience any of the following symptoms while playing video games: altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion and/or convulsions.

# Contents


Game Story ..... 3
Game Play Operation ..... 4
How to Attack ..... 5-6
Defeating Bosses ..... 7
Characters ..... 8-10
On Screen Display ..... 11
Sub Screen ..... 12
Items ..... 13-14
Password ..... 15
Map ..... 15
Hints ..... 16




# Game Story

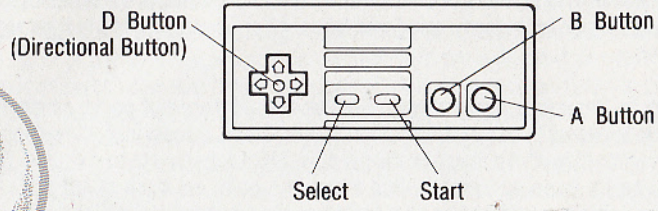
Long ago, in a time unknown to us, there existed a world called Ufouria. It was so named because only four different species inhabited its many wonderful lands. All creatures of Ufouria lived together in peace and harmony.

One day, four friends: Bop-Louie, Freeon-Leon, Shades and Gil were out on an adventure. They happened upon what appeared to be a gigantic crater. In order to get a closer look, they stepped to the edge and looked over the side where they saw a shiny object that appeared to be a crystal. All except for Bop wanted to reach down and grab it. Bop knew that going so close to the edge was too dangerous so he stood safely away from the side. Suddenly, the ground near the edge gave way under his friends and they went hurling down into the darkness.

Worried about his friends, our hero, Bop-Louie, carefully climbs down into the crater and finds himself in a strange and unknown world and his pals are nowhere in sight. His friends have fallen into hidden pitfalls which has caused them to lose their memory.

Bop must set out to find his friends: Freeon-Leon, Shades and Gil. Once this is accomplished, he must fight them and win because their combined powers are needed to escape from this strange world full of many dangerous mazes, bizarre enemies and mystical lands. On their journey, each character will find a special weapon to help them battle the odds and find their way back to Ufouria.

# Game Play Operation




**Start**
— Press to begin game play
— Press again to pause/resume game play

**Select**
— Press to view sub-screen

**A Button**
— Press to jump
— A + Down = stomp enemies
— Press to select characters and items on sub-screen after they are collected

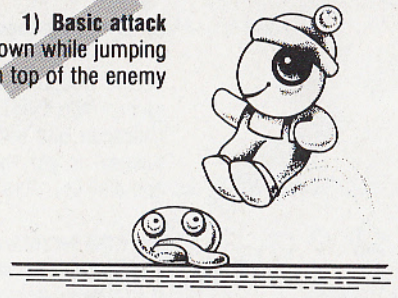
**B Button**
— Press for pick up balls
— Press again to throw balls
— Hold down for special attack after it is collected

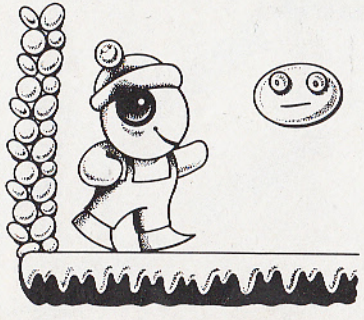
**D Button**
— Moves character left or right
— Press down to duck
— Press up to climb ropes
— Select characters and items on sub-screen



# How To Attack

**1) Basic attack**
Press the D Button down while jumping on top of the enemy

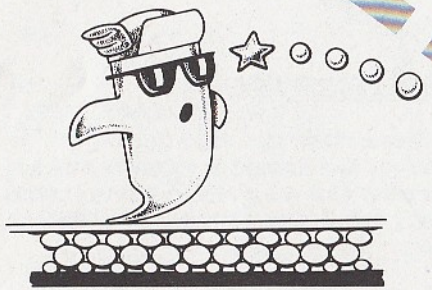




**2) Throw attack**
After you have stomped on the enemy it will turn into either a ball or a crystal. To pick up a crystal simply walk through it. Crystals are worth 2 life points.

If the enemy turns into a ball, press the B Button to pick it up and press the B Button again to throw it as a weapon.

# How To Attack CONTINUED



**3) Special Weapon Attack**

Secret weapon items are hidden throughout the game. There is a specific weapon for each character and will enable them to defeat certain bosses or get through particular areas in the game.

Once the secret weapon item for each character is found, you may use it against enemies. Hold the B Button down until a heart appears and press it again to attack.



# Defeating Bosses

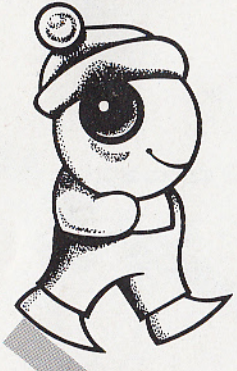
1. Jump directly on top of the boss to release a weapon ball.

2. Toss the ball at the boss to inflict injury.

3. Certain bosses can only be defeated with the use of the special weapon attack.

Note: Jumping on top of the boss will not inflict injury.

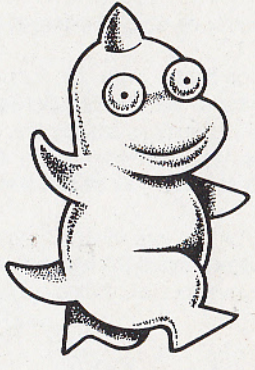
# Characters



**BOP-LOUIE**

— fast walker on land
— average jumper
— cannot swim
— can climb walls with his special power up

*secret weapon — head pops off



**FREEON-LEON**

— can walk well on icy surfaces
— swims on surface of the water
— slow walker on land
— low jumper

*secret weapon — blows icy wind

**SHADES**

— can jump very high
— slow walker
— cannot swim

*secret weapon — eyes pop out

**GIL**

— can walk under water
— average walker on land
— low jumper

*secret weapon — belches bombs

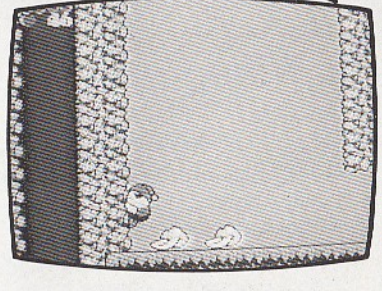
# Characters CONTINUED

*You must find their special weapons which are hidden in secret areas in the game.

When you find their special weapon, hold down the B Button until a heart appears and hit the B Button again to attack.

# Bop Louie's Suction Cup

Once you find Bop-Louie's suction cup, stand close to a wall and jump while pressing the D Button toward the wall and continue to press the A Button repeatedly.



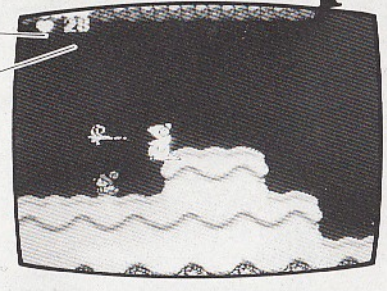
Only Bop-Louie can use the suction cup to climb up walls.



# On Screen Display

Life containers
(each hold 50 life points)

Number of life points
in life container



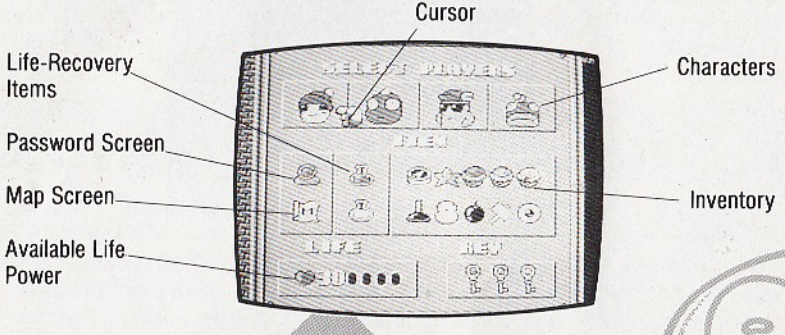
Four life containers are hidden in various places throughout the game. Each life container holds 50 life points. When you find containers they are empty. They are only useful if they can be filled with medicine or the water of life. The medicine is worth 49 life points or 1 life container. The water of life will fill all of your life containers collected previously.

When you begin the game you have only 10 life points. Each time you are hit or injured, life points are taken away. When all life points are gone, the game is over.

You have the option to continue but will begin with all items collected previously, however, your character must start in the beginning land.

# Sub-Screen

You can view the sub-screen (menu screen) by pushing the select button.




Move the cursor by using the 4-way Joystick and press the A Button to select.

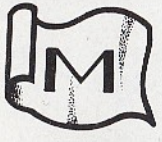
*Inventory items cannot be selected. They will appear on the sub screen after you have collected them throughout the game and occur automatically.



# Items

**Crystal**
Allows you to see the password.

**Map**
Enables you to see the map of the world.




**Compass**
Allows you to see your location on the map.

**Power of Insight**
Allows you to see location of special hidden items on the map.

**Power Rings**
Allows you to see the location of the corresponding colored key on the map (there are three rings).

**Keys**
Collecting all three keys will allow you to open the Temple Gate.

**Suction Cup**
Allows Bop-Louie to climb up walls.

**Bop-Louie's Special Attack Weapon**
Allows Bop to pop his head off at enemies.

# Items

**Freeon-Leon's Special Attack Weapon**
Freezes enemies into blocks of ice.

**Shades' Special Attack Weapon**
Eyes pop out of head destroying all enemies on the screen.

**Gil's Special Attack Weapon**
Belches up bombs which are used to destroy brick walls to get through to other areas in the game.

**Life Container**
Will hold up to 49 life points. The life container must be filled with the medicine or the water of life to gain life points. There are a total of four life containers in the game.

**Medicine**
Will fill one (1) life container.

**Water of Life**
Will fill all life containers previously collected.

# Password

If you would like to save your game, select the crystal on the subscreen to view the password and write it down. At the start of a new game enter the password and you will continue with all the items you collected in the previous game but you will start at the beginning land.

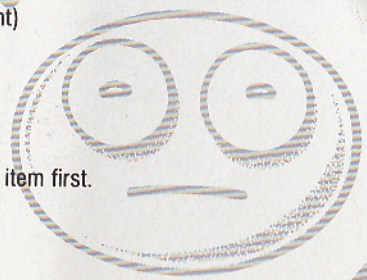
You can only view the password if you have found the crystal first.

# Map

**Blue area** — designates keys (power rings)

**Red area** — designates special items (power of insight)

**Green area** — designates your location (compass)



You can only view the map if you have found the map item first.

# Hints

**Hint:** In certain areas Freeon can freeze enemies into blocks of ice allowing him to walk over them and get through difficult areas in the game.

**Hint:** Save medicine and water of life for as long as possible for more difficult areas in the game.

**Hint:** One area of the game is completely dark and you will need to find a light switch to see. The light switch is located down at the very lower left corner under the first area of bricks you encounter. Use Gil's bombs to locate.

**Hint:** The only way to push the strange rock to block the water is by using the jump attack on top of the rock.



## ⚠ WARNING ⚠

### DO NOT USE WITH FRONT OR REAR PROJECTION TV

Do not use a front or rear projection television with your Nintendo Entertainment System™ ("NES") and NES games. Your projection television screen may be permanently damaged if video games with stationary scenes or patterns are played on your projection television. Similar damage may occur if you place a video game on hold or pause. If you use your projection television with NES games, Nintendo will not be liable for any damage. This situation is not caused by a defect in the NES or NES games ; other fixed or repetitive images may cause similar damage to a projection television.
Please contact your TV manufacturer for further information.